

**IN THE CLAIMS**

**Kindly replace the claims of record with the following full set of claims:**

1. (Currently amended) A method of operating a computer game program comprising the steps of:
  - (a)-loading said computer game program;
  - (b)- executing said computer game program;
  - (c)-receiving instructions from a user interface to start playing said game program free of charge
  - (d)-changing the game status according to said instructions, and
  - (e)-charging a user to store said game status comprising:  
charging said user a first amount to store said game status for a predetermined time period and  
charging said user a second amount to store said game status for a time period greater than said predetermined time period, wherein said first amount increases over said predetermined period and a number of said storages is limited to a predetermined number during a specified time period.
2. (Currently amended) The method according to claim 1, further comprising the step of:  
(f)-pausing [[he]] the game status for a predetermined period of time between steps (d) and (e) in response to a specific instruction from said user interface.
3. (Previously presented) The method according to claim 2, further comprising the step of:  
(g)- further changing the game status according to said instructions after step (f).
4. -5. (Cancelled)
6. (Previously presented) The method according to claim 1, wherein said charging is debiting a user's account.

7. (Previously presented) The method according to claim 6, wherein said user's account is credited following specific changes in the game status.

8. (Currently amended) A computer game system for operating a computer game program comprising computer readable storage means arranged to store said computer game program, a processor [[14]] arranged to load said computer game program from said storage means, to execute said computer game program, to receive instructions from a user interface to start said program free of charge, to change the game status according to said instructions, and charging means for charging a user ~~to store said game status a first amount to store said game status for a predetermined time period and charging said user a second amount to store said game status for a time period greater than said predetermined time period, wherein said first amount increases over said predetermined time period and a number of said storages is limited to a predetermined number during a specified time period.~~

9. (Currently amended) The computer game system 10 according to claim 8, wherein said system is an integrated computer device.

10. (Currently amended) The computer game system 20 according to claim 8, wherein said system has a distributed architecture communicating via the Internet 22.

11. (Currently amended) The computer game system according to claim 8, wherein said charging means debits a user's account 28.

12. (Currently amended) The computer game system according to claim 8, wherein said charging means comprises a cash receiver 46.

13. (Currently amended) A computer game program, which when loaded into a computer provides instruction for carrying out the steps of:

- (a)-loading said computer game program;
- (b)- executing said computer game program;

(c)-receiving instructions from a user interface to start playing said game program free of charge;

(d)-changing the game status according to said instructions, and

(e)-charging a user to store said game status comprising; charging said user a first amount to store said game status during a predetermined time period for a limited number of time and charging said user a second amount to store said game status for a time period greater than said predetermined time period, wherein said first amount increases over said predetermined time period and a number of said storages is limited over a specified time period.